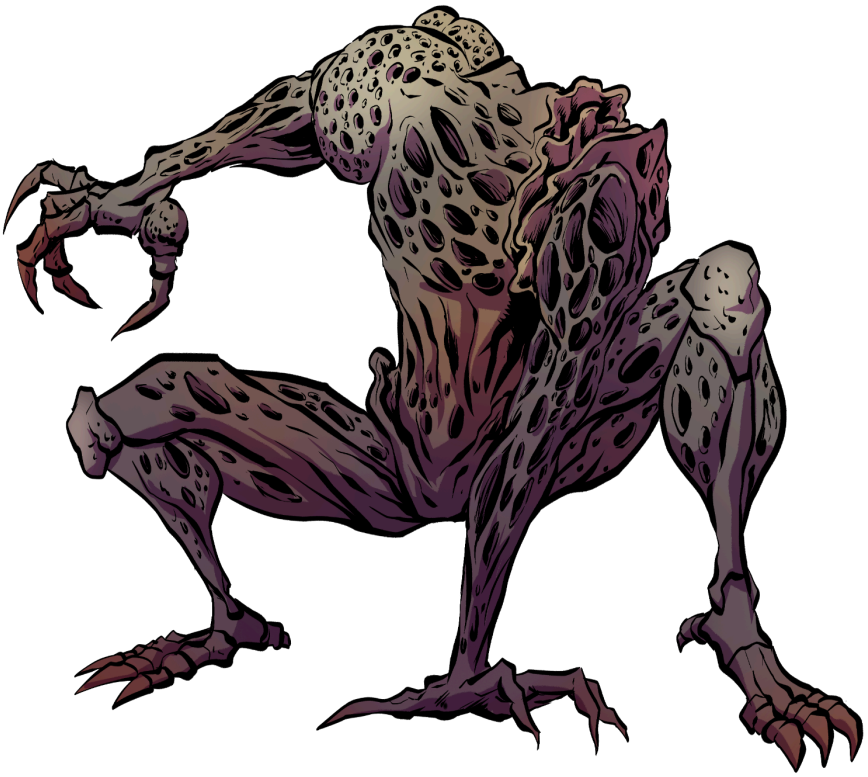

SUSURRUS

Keepers of the Dreaming Dead

Habitat: Grassland, Mountain, Planar (Shadowfell) ; **Treasure:** None

Standing nearly nine feet tall with a humanoid configuration of limbs and no head, the susurrus is a bizarre creature. They are typically seen looming in areas with good air flow, simply standing inert and drawing in as much air as possible. The air they pull towards the central mass beneath their exoskeleton serves as their only means of sustenance. This unusual consumption creates a soft droning sound as it passes through the gaps in their body. This is what is known as a dronesong.

The dronesong of the susurrus has an unusual effect on undead creatures. It lulls them into an inert state, often referred to as the “sleep of the dead”, which they never wake from while within the dronesong unless disturbed. This effect has also been known to cause drowsy effects in the living, though its impact is much less severe.

Sussuri use their dronesong to communicate with one another over long distances. Their intimate familiarity with air currents and movement of the wind also

enables them to “see” and “hear” things within a wide radius around them. They hate fire, and will often attack creatures they sense who are carrying flaming objects such as a torch or lantern. They seem to consume the oxygen in the air, so anything that taints the air they feed on is viewed as a threat.

Susurrus

Large Monstrosity, Neutral

AC 16 **Initiative** +1 (11)
HP 119 (14d10 + 42)
Speed 35 ft., Climb 25 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 20	+5	+5	**DEX** 12	+1	+1	**CON** 16	+3	+3
INT 7	-2	-2	**WIS** 12	+1	+4	**CHA** 16	+3	+6

Skills **Perception** +7, **Performance** +9
Resistances Cold, Fire
Immunities Lightning; **Blinded**, **Deafened**
Senses **Blindsight** 300 ft.; Passive Perception 17
Languages None, but can communicate with other sussuri that can hear its Dronesong
CR 6 (XP 2,300; PB +3)

Traits

Dronesong. The Susurrus constantly emits a soothing drone. *Wisdom Saving Throw:* DC 14, an Undead creature that can hear that starts its turn in a 300-foot **Emanation** originating from the Susurrus. *Failure:* The target has the **Incapacitated** condition. The target is no longer incapacitated if it starts its turn in an area outside the Emanation, if it has the **Deafened** condition, or if it takes damage from any source. *Failure or Success:* The target can be targeted by attacks and abilities even if they are on the Ethereal Plane.

Regeneration. The Sussurus regains 10 Hit Points at the start of each of its turns. If the Susurrus takes Poison damage, this trait doesn’t function on the Susurrus’ next turn. If the Susurrus starts its turn with 0 Hit Points, it gains 10 Temporary Hit Points, has the **Incapacitated** condition and this trait doesn’t function for the next 3d6 hours. The Susurrus dies only if it has no Hit Points or Temporary Hit Points.

Undead Detection. The Susurrus can sense Undead creatures within 300 feet of itself. This trait otherwise works like the ***Detect Magic*** spell but isn’t itself magical.

Actions

Multiattack. The Susurrus makes two Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 15 (3d6 + 5) Slashing damage and the target has the **Grappled** condition (escape DC 16).

Song of Slumber (Recharge 5-6). The susurrus emits a calming drone that lulls creatures who hear it into a deep sleep. Sussuri are immune to this effect. *Wisdom Saving Throw:* DC 14, each creature that can hear the song within 60 feet of the Susurrus. *First Failure:* The target has the **Incapacitated** and repeats the save at the end of its next turn if it is still Incapacitated, ending the effect on itself on a success. *Second Failure:* The target has the **Unconscious** and **Prone** conditions instead of the Incapacitated condition.

Suffocate (Recharge 5-6). The susurrus draws the air out of a creature's lungs. *Constitution Saving Throw:* DC 14, one creature within 30 feet of the Susurrus. *Failure:* 18 (4d8) Necrotic damage, and the target is **suffocating**. The creature continues to suffocate until the Susurrus' **Concentration** ends on this ability. *Success:* Half damage only.

Bonus Actions

Crush. *Constitution Saving Throw:* DC 16, one creature grappled by the Susurrus. *Failure:* 9 (2d8) Bludgeoning damage. *Success:* Half damage.

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The Monstrous YouTube Video This Came From: ***The Sussurus Returns!***

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